

2014 LEAGUE RULES FOR SLOW PITCH SOFTBALL DUBLIN RECREATION SERVICES

*new rules are highlighted

Please Note:

1. Unless otherwise noted, ALL games will be played according to the Rules of A.S.A. The league will use N.S.A. bat rules. (<https://www.playnsa.com/ApprovedBat.aspx>)
2. Managers are directly responsible for seeing that all rules are followed by every team member or related party.

RULE 1. USE OF CITY OF DUBLIN PARK PROPERTY

- A. This is a Dublin City park. **NO ALCOHOLIC BEVERAGES** are permitted on the bench or in the park. **IF ALCOHOL IS NOT REMOVED YOU WILL BE EJECTED!**
- B. Only persons directly connected with the team shall be allowed on the playing field. The managers are responsible to make certain that only players on their team use the player's bench. The ONLY exception will be the scorer and an equipment attendant.
- C. There shall be no food or smoking permitted on the playing field.
- D. Water and water containers shall be allowed on the bench, **NO ALCOHOLIC BEVERAGES!**
- E. The City of Dublin and the Dublin Recreation Services are NOT responsible for any accidents or articles lost or stolen.
- F. Any player abusing any of the park facilities will be subject to appropriate disciplinary action, to be determined by Dublin Recreation Services.

RULE 2. TEAM ROSTERS AND ELIGIBILITY

Section 1: TEAM ROSTERS AND RELEASE FORMS

- A. Each roster shall have no more than 25 players.
- B. Roster is DUE the day of the manager's meeting. First and Last Name, address* and e-mail address must be on the Roster Sheet. *Address applies to resident teams only. Rosters must be finalized by the completion of the **tenth game**.
- C. Additions may be made before, not during, a game.
- D. Every player on the roster must sign the online waiver form prior to playing his or her first game. <https://dublinohio.wufoo.com/forms/city-of-dublin-adult-sports-league-waiver/>
- E. Photo identification will be required for all players in the Champ of Champs Tournament if a player is in question.

Section 2: PLAYER ELIGIBILITY

- A. A player cannot play on two teams in the same league. This also includes being listed on two team rosters in the same league.
- B. A player cannot play in more than three leagues.
- C. All team members must be 18 years of age or older and out of high school - this is an adult only league.
- D. Offenders of any section of Rule #2 shall be removed from the roster immediately. All games in which the offender is reported (which the offender participated in) shall be forfeited. Reports must be made to the league supervisor in writing in a Protest Form; Rule #7.
- E. We will continue to ask that each team only have **two premier or elite players and no A/B players**

on their roster. For this reason it will be important to list accurate information on your roster form. Premier, Elite, Major, or sanctioned players are not allowed to play in our Men's Recreational or Co-Rec leagues. We will be checking with the Columbus listings for player status. See PlayNSA.com for questions about bats.

F. Only men can play in men's leagues.

G. Only three players from a competitive league team can be on a recreation team roster.

H. The City of Dublin softball staff are NOT permitted to play on nights that they are working. They are not permitted to be on a team's roster, nor are they permitted to sub or fill in temporarily on nights when they are working.

PLEASE NOTE:

It shall be the decision of each organization to determine whether or not they will allow a person other than a member of their organization to play on the team.

RULE 3: SCHEDULES, GRACE PERIODS AND FORFEITURES

Section 1: SCHEDULES

- A. Game Times are 6:20, 7:20, 8:20 & 9:20 p.m. (Monday-Thursday). Sunday game start times are 1:30 & 2:30 & 3:30 p.m (Spring/Summer League)
- B. The team with the best overall record will be the league champion. In the event that all 14 games are not able to be played due to weather conditions, and all efforts were exhausted to make up the games, then the team standings will be determined by overall winning percentage.
- C. If a team forfeits prior to a scheduled game and the scheduled game is cancelled due to weather, then the game will be rescheduled and not counted as a forfeit.
- D. Schedule requests must be submitted before the manager's meeting.

PLEASE NOTE:

In the case of a tie in the regular season (example: if two teams have a 5-1 record for first place), the first tiebreaker will be based on a head to head record, the second tiebreaker will be run differential between the tied teams during their regular season games, the third tie-breaker will be overall run differential.

Team trophies will be awarded for First and Second place only. T-Shirts will be awarded to First Place Team Members. (Maximum 18)

Post Season Champ of Champs Tournament: Champ of Champs winners will each receive a t-shirt (maximum 18). Team trophies will be awarded for first and second.

All games shall be played as scheduled unless prior arrangements are made with the league supervisor.

All rain-out games will be made up on Rain Make-up dates. **NOTE:** Games may have to be made up on Fridays or weekends.

For the Recreation Champ of Champs Tournament, only three players that participated on a competitive team will be allowed to play in the Recreation Tournament. If teams play with more than three players from a competitive roster the result of the game will be a forfeit loss. The Competitive Champ of Champs Tournament rosters can have unlimited number of players from the recreation leagues.

After 4:30 p.m., in case of rain, please call the Sports Hotline at 410-4560.

Section 2: GRACE PERIODS



- A. No Grace Period will be allowed. Game time is forfeit time unless league supervisor rules otherwise.

Section 3: FORFEITURE

- A. Each team must have no less than eight players PRESENT to start and CONTINUE the game. Teams with less than eight players shall forfeit the game.
- B. If both teams have less than eight players, a double forfeit shall be declared and both teams receive a loss.
- C. A player shall be considered present when he/she is inside the outfield fence line.
- D. Teams will not be penalized with an out for playing with 8 or 9 players. If a team starts with 8 players, NO OUT in the 9th and 10th spots. If a team starts with 9 players, NO OUT in the 10th spot. If a team starts with 10 players and drops to 9 players due to an injury, there will be no out accessed in the 10th spot. If a team starts with 10 and drops to 9 players due to an ejection or non-injury, the team MUST take an out in the 10th spot. These rules apply to Men's Leagues only, for Co-Rec version go to Co-Rec rules.
- E. Any team which forfeits two or more games in any single season OR which forfeits their last two games of the season shall automatically be dropped from the league. NO EXCEPTIONS!
- F. If a team drops out, or is removed from the league before completion of the season, all games played will be forfeited. If a season is completed, all games played count.
- G. The score of a forfeited game will result in a 7-0 score.
- H. If a team forfeits prior to a scheduled game and the scheduled game is cancelled due to weather, etc. then the game will be rescheduled and not counted as a forfeit.

RULE 4: GENERAL PLAYING

- A. The league will provide a new softball and 1 backup ball for each game.
- B. The umpire shall be provided. In the event a regular appointed umpire is not present, the League Supervisor shall appoint an umpire.
- C. The Umpire will be responsible for keeping the official score of the game; each team will check the book immediately following each inning and at the end of the game to eliminate any problems. Teams are encouraged to keep their own book.
- D. No new inning will start after 60 minutes, unless the game is tied. Tie games will not exceed 9 innings. *tie games will only happen during regular season.
- E. For FALL ONLY: If the first game in the doubleheader finishes earlier than the 60 minute time limit, any remaining time on that game will be added to the second game of the double header, with a 5 minute break in between games. Teams may elect not to use the 5 minutes in between games, but teams do have the right to use it. Example: Game one of the doubleheader finishes in 45 minutes. 5 minute break is taken. Game two will now have a maximum time limit of 70 minutes.
- F. The use of steel spikes is prohibited.
- G. Practice area is available for teams waiting to play.
- H. The pitcher may pitch from the pitching rubber or from the pitching area, an area the width of the plate and up to two steps behind the pitcher's rubber. A pitched ball must rise above 6 feet but no higher than 12 feet.
- I. If a team is ahead by 20 runs or more at the end of the third or 15 runs after the forth or 10 runs after the fifth inning the game shall be called.
- J. Flop Rule: In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format.

<u>Run Rule</u>	<u>Flop</u>
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20 after 3	After 2 nd
15 after 4	After 3 rd
10 after 5	After 4 th

- K. Each batter starts with a **one (1) ball and one (1) strike count**. One free foul will be awarded after two strikes. The ball is live if the batter is called out on a foul ball (example: if the batter has been called out due to excessive foul balls and the defense catches the foul the ball the runner's may advance.)
- L. The International tie-break rule will be in effect in the 8th and 9th inning(s) and each batter will start with a 2-2 count in the 8th inning, the 9th inning all batters will start with a 3-2 count (regular season only). **The 9th inning is one pitch, with one free foul ball per batter.** No new inning will start after the ninth inning (regular season only). The last batter from the previous inning will start at second base.
- M. The Homerun rule will be enforced.
 - a. Competitive Leagues: Each team is allowed five homeruns hit over the fence per game. After five homeruns each fair ball hit over the fence will result in an out.
 - b. Recreational Leagues: Each team is allowed one homerun hit over the fence per game. After one homerun each fair ball hit over the fence will result in an out.
 - c. Co-Rec Leagues: Each team is allowed one homerun from a male, and one homerun from a female over the fence. After one homerun each fair ball hit over the fence will result in an out.
 - d. Homeruns will not be required to run all the bases to help keep the game moving at a steady pace. If a player chooses to touch all the bases he or she may.
 - e. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over the fence home runs.

RULE 5: UNSPORTSMANLIKE CONDUCT

- A. Any manager, player or other person connected with a team, causing a direct or indirect attack on an umpire, supervisor or any other official or use of abusive language at any time will subject himself/herself to indefinite suspension from all league activities conducted by the Dublin Recreation Services. The League Supervisor, or if needed, the Recreation Services Department will act upon persons exhibiting such behavior.
- B. If a player or manager is ejected by an umpire, for the first offense, the player or manager must sit out for the period of one game. For a second offense, the League Supervisor shall determine the length of suspension. If the first offense is considered to be a major infraction and more severe correction is warranted, the League Supervisor reserves the right to hand down a stiffer penalty than the one game suspension.
- C. No swearing of any kind will be tolerated. First offense constitutes a warning. **Second offense results in an automatic out to the team of the offending player. If at bat the batter is out, if in the field the first batter will be out.** Third offense by a member of that team means disqualification of the offending player.
- D. Use of Illegal Bats will not be tolerated. First offense, player will be ejected. Second offense, suspended for the rest of the season or 1 calendar year. If another player from that team attempts to use an illegal bat they will be ejected and the team will automatically forfeit the game.

RULE 6: PROTESTS

- A. Protests based upon the official's judgment in calling plays will not be accepted.
- B. Protests based upon misrepresentation of a rule or the application of the wrong rule to a given situation will be accepted.
- C. In order for a protest to be valid, the manager must register his protest immediately with the officials and opposing coach before the ball is put back in play after the incident in question. This

will enable the umpire and the opposing team to take notice of the conditions surrounding the making of the decision. The manager must clearly state to the umpire his/her precise intent to protest and must employ the word "PROTEST" in the statement expressing his/her intent.

Section 4:

- A. Protests involving the eligibility of a player or team will be resolved by the league Supervisor or Program Coordinator on the basis of records on file in the Recreation Services office.

Section 5:

- A. In case the ineligibility of a player is sustained, all games in which that player has participated will be forfeited to the opponents.

RULE 7: **FRANCHISE**

- A. The Dublin Recreation Services Department considers that the franchise of a team belongs to 1). The manager; 2). The sponsor or sponsors of the team; 3). The team members; and that the manager has final authority in any question that might arise between the team and the Recreation Services Department. Any attempt to manipulate a franchise or registration form to gain a spot in our league will result in the dismissal of the team from the league.

RULE 8: **RE-STRUCTURE LEAGUES**

- A. The Recreation Services Department reserves the right to MOVE teams from one league to another in order to help balance the leagues and the level of completion. This will only happen at the beginning and prior to a new season.

RULE 9: **WAIVE OF RULES**

- A. Experience has proven that it is impossible to anticipate problems which may arise when rules are formulated and adopted. Therefore, the Recreation Services Department reserves the right to waive any rule governing play in any league under the jurisdiction of the Recreation Services Department when, in its judgment, the application of said rule will result on gross unfairness or unreasonable hardship.

RULE 10: **CO-REC SPECIFIC RULES**

- A. Teams must alternate male female in the batting order
- B. All leagues will use 12" softballs. Women will bat with an 11" softball.
- C. Teams can play with eight, but you will have to take an out for the ninth and tenth batter. Teams cannot have two women or two men bat in a row without an out in between.
 - a. A team may play with 5 men and 3 women, but must take an out in the 8th and 10th spots of the order.
 - b. If a team has 4 males and 4 females, then no outs will be taken.
- D. Players may position themselves anywhere in the field. If there are 10 players in the field, then teams must have an equal number of men and women (5 men, 5 women). If you have less than 10 players, then any ratio of men to women is acceptable and they can play anywhere in the field.
- E. If a male walks with no strikes pitched to him he will be awarded second base whether the female next in the batting order elects to hit or not. If a male walks with two strikes he is only awarded first base and the female must hit.
- F. The Homerun rule will be enforced. Each team is allowed one homerun per team - male or female batters - hit over the fence per game. Once teams have reached their homerun limit all fair balls hit over the fence will be an out. Homerun hitters will not be required to run all the bases to help keep the game moving at a steady pace. If a player chooses to touch all the bases he or she may.

RULE 11: **COURTESY RUNNER**

- A. The courtesy runner will be permitted. The courtesy runner should be the last batter before the injured player that is not on base. Courtesy runners can only be used for a player that is injured during the game or informs the umpire prior to the game he or she needs a courtesy runner. Exception; Handicapped players shall be allowed to have a courtesy runner for the whole game.

